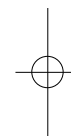
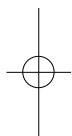


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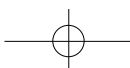
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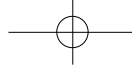


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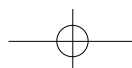
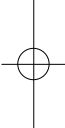
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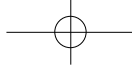
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Please retain our address for future reference.
Mat made in China. Components made in Taiwan.
LRM0383-TG





Floor Game
that teaches
simple math!



**Contents:**

- 4 ft. x 5 ft. vinyl mat
- 3 dice (two number and one operation)
- 28 markers

Math Marks the Spot™ is an exciting activity mat that teaches number recognition, greater than and less than, and simple addition and subtraction equations. Equally as important, it promotes kinesthetic movement. Learning and kinesthetic movement will insure that kids will want to play again and again. The activities provided in this set are just the beginning of how to use this mat. The possibilities are endless!

** It is recommended that players have socked feet when using the mat to secure its longevity.

Jump Around - Whole class or small group

Skills: Number recognition and counting

Have at least two players or the whole class get in a long line to the left of the mat. Have players start with 0 and jump from each number up to 12. You might want to give them 10 or 20 seconds. Give all players a chance to jump around while learning their numbers. You can also have them jump by even or odd numbers.

Know Your Numbers - Small group

Skills: Number recognition

Have two players play at a time. Each person should take seven markers of the same color and one number die. At the same time, players roll the dice and place their marker on the number as quickly as they can. The first person to use all of their markers will win. Those players can keep playing, or have a new player play the winner.

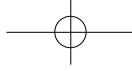
It's a Race - Whole class or small group

Skills: Addition and Subtraction

Have at least two players or the whole class split into two teams. Have each team stand on opposite ends of the mat, to the right and left, in lines. Pass out colored markers to each player. Use the same colors for the same team. The players at the beginning of each line will compete to put their marker on the correct number. You or a designated roller will roll the dice. Those players will have to figure out the answer to the equation that was rolled.

For example: If you rolled a 2, +, 3 then they would have to figure out what $2 + 3$ is.

The first person to get to the number that answers the equation correctly and put their marker down gets a point. Remove all markers from play and roll dice again. The first team that reaches 10 points wins. If time permits, play to 15 or 20 points.



Greater Than or Less Than? - Whole class or small group

Skills: Greater than and less than

Have at least two players or the whole class split into two teams. Have each team stand on opposite ends of the mat, to the right and left, in lines. Pass out colored markers to each player. Use the same colors for the same team. Roll two number dice and call out, "Greater Than" or "Less Than." Have players put the markers on the correct number.

For example: If you rolled a 2 and a 5 and called out, "Greater Than," players would put their marker on the 5.

The first person to get to the number and put their marker down gets a point. Remove all markers from play and roll dice again. The first team that reaches 10 points wins. If time permits, play to 15 or 20 points.

Guess How Many - Whole class or small group

Skills: Pre-algebra

Have at least two players or the whole class split into two teams and have them, stand on opposite ends of the mat, to the right and left, in lines. Pass out the markers to each player. Use the same colors for the same team. Pick either addition or subtraction and tell players which one they will be working with. The players at the beginning of the line will compete to put their marker on the correct number. Call out a number from 1-12, and roll one die. The players at the beginning of the line will have to figure out what other number and the number you rolled will equal the number you said out loud.

For example: If you are playing addition, and you said 10 and rolled 5 then the players will have to race to a 5.

The first person to get to the number gets a point. Remove all markers from play and roll the die again. The first team that reaches 10 points wins. If time permits, play to 15 or 20 points.

One-Minute and Counting - Whole class or small group

Skills: Solving addition and subtraction problems

Have at least two players or the whole class get in a long line to the left of the mat. The player at the front of the line will roll the dice. When they know the answer they will have to tap their foot on the number, tag the next person, and move to the end of the line. The next person will now roll the dice. See how many equations players can get through in one minute. (You can play for more or less than a minute.) Try to beat that amount of equations the next time.

This activity can also be played with teams. Have one team go first and see if the next team can go through more equations.